Project Write-Up

➢ **Aim**: To develop a watering system for plants that will automatically water them whenever necessary.

➢ **Components Required:**
1) Arduino Uno Board
2) Soil Moisture Sensor
3) Small water pump and plastic tube
4) Rain sensor
5) Servo motors
6) 5V Relay module
7) Jumper Wires
8) Battery
9) Water container

➢ **Working:** The system will work in such a way that when the moisture level of the soil is less than a decided threshold value, the watering system will be turned on and water will be supplied to the plant. After that, when the soil moisture level exceeds some value, the system will turn off and the watering will stop.

Additionally, we will use a rail sensor to shed the plant or field using servo motors, if the moisture level of the soil is already high and it is also raining so that we can avoid flooding of the field.